The Fiend Slayer

The fiend slayer devotes his life to combating the forces of the Lower Planes, be they demons, devils, or daemons. Unlike the sneaky hellblade or bookish diabolist, he learns special techniques to defeat fiends in single combat. The Great Church, the Church of Terak, the Church of Maal, and many faiths of good deities train these warriors as an elite militant branch. Other fiend slayers come by their training after being wronged by these evil outsiders, impelled by a thirst for vengeance.

Barbarians, fighters, monks, holy warriors, and rangers all make excellent fiend slayers, while clerics and druids add a spellcasting emphasis to the class. Rogues and arcane spellcasters rarely have the bloodthirstiness to follow this path for long, if at all.

Hit Die: d10.

Requirements

To qualify to become a fiend slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.
Skills: Knowledge (the planes) 4 ranks.
Feats: Blind Fight, Exotic Weapon Proficiency (bastard sword), Iron Will.
Special: The fiend slayer must defeat at least a CR 6 fiend (daemon, demon, or devil) in melee combat.

Class Features

All of the following are class features of the fiend slayer prestige class.

Weapon and Armor Proficiency

Fiend slayers are proficient in all simple and martial weapons, all forms of armor, and shields (except tower shields).

Hated Foe (Ex)

Due to his extensive training, the fiend slayer gets a +2 bonus to weapon damage rolls, including ranged attacks within 30 feet, made against evil outsiders. This bonus improves by +1 for every 2 levels after 1st level. This bonus stacks with a ranger's favored enemy bonus.

Align Weapon (Sp)

At 2nd level, the fiend slayer's training allows him to change the composition of his weapon as per the align weapon spell. The fiend slayer can use this ability a number of times per day equal to his Charisma modifier (minimum of once per day). The fiend slayer casts this spell as a caster equal to his level in this prestige class.

Immunity to Fear (Ex)

At 4th level, the fiend slayer learns to focus his will against fear. He gains immunity to all fear spells, spell-like abilities, and effects.

Immunity to Charm (Ex)

A 6th level or higher fiend slayer can cloud his mind to resist charm effects. He is immune to all charm spells, spell-like abilities, and effects.

Adaptation (Ex)

Beginning at 8th level, the fiend slayer grows accustomed to facing fiends in their native environment. The fiend slayer is always under the effect of the endure elements spell. This can be dispelled, but the fiend slayer may reactivate it as a free action. In addition, the fiend slayer gains cold and fire resistance 5.

Class Skills

The fiend slayer’s class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter Four: Skills in the PHB for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Table WE 2-1: The Fiend Slayer

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<thead>
<tr>
<th>Level</th>
<th>Base Attack Bonus</th>
<th>Fort Save</th>
<th>Ref Save</th>
<th>Will Save</th>
<th>Special</th>
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Table WE 2-2: The Epic Fiend Slayer

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</table>

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### Improved Adaptation (Ex)

At 10th level, the fiend slayer’s resistance to cold and fire increases to 10.

### Epic Fiend Slayer

**Hit Die:** d10.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Hated Foe (Ex):** The epic fiend slayer continues to improve his bonus to weapon damage rolls against evil outsiders by +1 for every two levels above 9th (+7 at 11th level, +8 at 13th level, and so on).

**Bonus Feats:** The epic fiend slayer gains a bonus feat every three levels after 10th.

### Sample Fiend Slayer: Kronus Hellhammer

Half-orc barbarian 7, fiend slayer 4; CR 11; Medium humanoid (Orc); HD 7d12+14 plus 4d10+8; hp 89; Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19; Base Atk +11; Grp +15; Atk +16 melee (1d10+7/19-20, +1 bastard sword) or +13 ranged (1d8+5/x3, +1 composite [+4] longbow); Full Atk +16/+11/+6 melee (1d10+7/19-20, +1 bastard sword) or +13/+7/+2 ranged (1d8+5/x3, +1 composite [+4] longbow); SA hated foe +3, rage 2/day; SQ align weapon (1/day), damage reduction 1/–, darkvision 60 ft., immune to fear, improved uncanny dodge, trap sense +2, uncanny dodge; AL N; SV Fort +13, Ref +11, Will +7; Str 23, Con 18. This rage lasts for 7 rounds.

**Skills and Feats:** Intimidate +4, Knowledge (the planes) +3, Survival +10 (+12 on other planes); Blind Fight, Exotic Weapon Proficiency (bastard sword), Iron Will, Power Attack.

**Hated Foe (Ex):** This fiend slayer deals +3 damage to all melee attacks, and attacks using ranged weapons within 30 feet, against evil outsiders.

**Rage (Ex):** During a rage, this fiend slayer uses the following statistics —hp 107; AC 18, touch 9, flat-footed 17; Grp +17; +18 melee (1d10+10/19-20, +1 bastard sword); Full Atk +18/+13/+8 melee (1d10+10/19-20, +1 bastard sword); Fort +13, Will +7; Str 23, Con 18. This rage lasts for 7 rounds.

**Possessions:** 3 breastplates, +1 bastard sword, +1 composite [+4] longbow, 20 cold iron arrows, amulet of natural armor +1.

### Diabolist

Fiends have many secrets, and those an inquisitor cannot lash or burn out; the diabolist culs from his long research in forbidden tomes. His readings give him the edge in magical combat with fiends, and eventually he may learn to uncover their true names buried in sinister texts.

Almost all diabolists are clerics, sorcerors, or wizards. A very few multiclass characters follow this lonely road, including a number of ex-bards whose legend lore abilities are invaluable in their research.

**Hit Die:** d4.
**Sample Diabolist:** Blevin the Many-Colored

Gnome abjurer 7, diabolist 4; CR 11; Small humanoid (gnome); HD 7d4+14 plus 4d4+8; hp 49; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp –1; Atk +4 melee (1d4–2, small club) or +9 ranged (1d6/19–20, small masterwork light crossbow); Full Atk +4 melee (1d4–2, small club) or +9 ranged (1d6/19–20, small masterwork light crossbow); SA spell-like abilities; SQ confuse gate, gnome traits, low-light vision, research true name, summon familiar; AL LN; SV Fort +8, Ref +8, Will +16; Str 6, Dex 14, Con 14, Int 16, Wis 14, Cha 10.

**Skills and Feats:** Concentration +10, Craft (alchemy) +9, Decipher Script +7, Knowledge (arcana) +13, Knowledge (history) +13, Knowledge (the planes) +17, Listen +4, Spellcraft +19, Survival +2 (+4 while on other planes); Craft Wand, Craft Wondrous Item, Greater Spell Penetration B, Iron Will, Scribe Scroll, Spell Focus (Abjuration), Spell Penetration.

Spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, speak with animals (burrowing creatures only); DC 10 + spell level; 1/week—dismissal (DC 19).

**Confuse Gate (Ex):** –30% to all fiends’ summoning abilities within 30 ft.

**Gnome traits:** Gnomes receive a +2 racial bonus to saves against illusion spells; they add a +1 to the DC for all illusion spells they cast; +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to AC against monsters of the Giant type.

**Typical Wizard Spells Prepared** (5/6/6/6/4/3/2; save DC 13 + spell level; Illusion “*” DC 14 + spell level; Abjuration “†” DC 15 + spell level): 0—detect magic, ghost sound*, mage hand, read magic, resistance†; 1st—burning hands, color spray*, expedient retreat, magic missile, shield, silent image*, 2nd—blue, invisibility*, misdirection*, protection from arrows*, resist energy†, rope trick; 3rd—dispel magic†, displacement*, fly, major image*, protection from energy†, suggestion, 4th—dimensional anchor*, greater invisibility*, ice storm, lesser globe of invulnerability†; 5th—dimensional anchor*, shadow evocation*, wall of force; 6th—repulsion†, shadow walk*.

This caster’s barred Schools are Conjuration and Necromancy.

**Possessions:** Small club, Small masterwork light crossbow, 5 cold iron bolts, 5 alchemically silvered bolts, ring of protection +1, wand of invisibility, amulet of natural armor +1, bracers of armor +2, cloak of resistance +3.

**Fiendblade**

When direct force isn’t appropriate, and magic ineffective, the forces of good turn to the fiendblade. Acting as assassins, spies, messengers, and thieves, fiendblades provide a vital service in the war against the Lower Planes.

Most aren’t formally trained; they tend to be planar natives with a little fiend lore and an axe to grind. At least one inquisition group has found success training these agents alongside their clerics and paladins, but most are recruited for single missions. Bards, monks, rogues, and rangers are the classic sneaky fiendblades. Multiclass sorcerers and wizards add a potent touch of arcane magic to the mix, but stand to lose much of their upper-level spellcasting ability. Most other classes do not become fiendblades.

**Hit Die:** d6.

**Requirements**

To qualify to become a fiendblade, a character must fulfill all the following criteria.

**Skills:** Hide 8 ranks, Knowledge (the planes) 4 ranks, Move Silently 8 ranks.

**Feats:** Marital Weapon Proficiency, Magical Aptitude.

**Special:** In addition, the fiendblade must be deputized or otherwise recruited by an agent of the inquisition.

**Class Skills**

The fiendblade’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script
The Book of Fiends: Foes of the Fiends

Special

4 creature whose vitals are beyond reach. A fiendblade cannot sneak attack a sneak attack, not even with the usual –4 penalty. A fiendblade can sneak attack the fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 or not), or when the fiendblade flanks her target. This extra damage is 1d6 when the fiendblade reaches 10th level. Trap sense bonuses gained from multiple classes stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or an unarmed strike, a fiendblade can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. A fiendblade can sneak attack only living creatures with discernible anatomies—undead, constructs, ooze, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The fiendblade must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A fiendblade cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Sneak Attack

If a fiendblade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two fiendblade levels thereafter. If a fiendblade gets a sneak attack bonus from another source, the bonuses on damage stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied. If a fiendblade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two fiendblade levels thereafter. If a fiendblade gets a sneak attack bonus from another source, the bonuses on damage stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied. If a fiendblade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two fiendblade levels thereafter. If a fiendblade gets a sneak attack bonus from another source, the bonuses on damage stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied. If a fiendblade can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. The fiendblade's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fiendblade flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two fiendblade levels thereafter. If a fiendblade gets a sneak attack bonus from another source, the bonuses on damage stack. Should the fiendblade score a critical hit with a sneak attack, this extra damage is not multiplied.

Defend from Flanking (Ex)

At 5th level, a fiendblade can no longer be flanked since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the fiendblade. The exception to this defense is that a rogue at least four levels higher than the fiendblade can flank him (and thus sneak attack him). If a character already has improved uncanny dodge, the levels from those classes stack to determine the minimum rogue level required to flank the character.

Improved Uncanny Dodge (Ex)

At 5th level, a fiendblade can no longer be flanked since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the fiendblade. The exception to this defense is that a rogue at least four levels higher than the fiendblade can flank him (and thus sneak attack him). If a character already has improved uncanny dodge, the levels from those classes stack to determine the minimum rogue level required to flank the character.

Trap Sense (Ex)

At 6th level, a fiendblade gains an intuitive sense alerting him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the fiendblade reaches 10th level. Trap sense bonuses gained from multiple classes stack.

Immunity to Fear and Charm (Ex)

At 8th level, the fiendblade gains immunity to fear and charm spells and effects.

Epic Fiendblade

Hi 10d6. Skill Points at Each Additional Level: 5 + Int modifier. Sneak Attack: The fiendblade gains a bonus feat every four levels after 10th.
**Sample Fiendblade: Blackdoe**

**Human rogue 6, fighter 2, fiendblade 3, CR 11; Medium humanoid; HD 6d6+12 plus 2d10+4 plus 3d8+6; hp 64; Int +4; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +8; Grp +10; Atk +12 melee (1d8+3/19-20, +1 longsword) or +13 ranged (1d8+3, +1 composite [+2] longbow); Full Atk +12/+7 melee (1d8+3/19-20, +1 longsword) or +13/+8 ranged (1d8+3, +1 composite [+2] longbow); SA sneak attack +5d6; SQ detect magic, evasion, improved uncanny dodge, uncanny dodge, trap sense +2; AL N; SV Fort +8, Ref +12, Will +2; Str 14, Dex 18, Con 14, Int 12, Wis 8, Cha 10.**

**Skills and Feats:** Balance +18, Climb +4, Hide +16, Jump +15, Knowledge (arcana) +2, Knowledge (the planes) +5, Listen +2, Move Silently +16, Search +4, Spellcraft +7, Spot +2, Swim +4, Tumble +18, Use Magic Device +14, Cleave, Combat Reflexes, Dodge, Great Cleave, Magical Aptitude, Mobility, Power Attack, Weapon Focus (longsword).B.

Possessions: +2 buckler, +1 longsword, +1 composite [+2] longbow, 10 alchemically silvered arrows, 10 cold iron arrows, ring of protection +1, bracers of armor +2, glove of Dexterity +2.

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**Inquisitor**

Where the devil slayer and fiendblade deal with the overt threat posed by Hell, only the inquisitor is poised to counter its darkest temptations, and see through its most cunning disguises. Where evil lies hidden, the inquisitor will bring it to light. Where good people have been corrupted, he leads the battle to save their souls—or kill them trying.

Most inquisitors are zealous agents of a church, but some are employed by civilian authorities to destroy cabals of doppelgangers, vampires, and especially devils within their city. They usually enjoy some measure of support from the community, but in places where the taint runs deep, the inquisitor must operate as a shadowy underground figure.

Clerics and paladins make up the bulk of the inquisition's ranks. Inquisitor clerics tend to favor the domains of Destruction, Good, Knowledge, Protection, and War. A tiny number of multiclass monks, fighters, and even rogues pursue this track, but these are remarkable exceptions to the rule.

**Hit Die:** d8

**Requirements**

To qualify to become an inquisitor, a character must fulfill all the following criteria.

**Alignment:** Lawful good or lawful neutral.

**Skills:** Intimidate 5 ranks, Knowledge (religion) 8 ranks, Knowledge (the planes) 4 ranks.

**Feats:** Exotic Weapon Proficiency (whip), Extra Turning.

**Special:** The inquisitor must successfully resist temptation by a devil.

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**Table WE 2-7: The Inquisitor**

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<th>Base Attack Bonus</th>
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**Class Skills**

The inquisitor’s class skills (and the key ability for each skill) are:

- Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter Four: Skills in the PHB for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features**

All of the following are class features of the inquisitor prestige class.

**Weapon and Armor Proficiency**

Inquisitors are proficient in all simple weapons, all armor, and shields (except tower shields).

**Bonus Feat**

At 1st-level, the inquisitor gains Greater Spell Penetration. An inquisitor need not have any of the prerequisites normally required for this feat to take it.

**Spells per Day**

Whenever a new inquisitor level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. However, she does not gain any other benefit a character of that class would have gained. This essentially means that she adds the level of inquisitor to the level of whatever other divine spellcasting class the character has, and then determines spells per day and caster level accordingly. If a character had more than one divine spellcasting class before she became an inquisitor, she must decide to which class she adds each level of inquisitor for the purpose of determining spells per day.

**Dispel evil (Sp)**

At 2nd-level, an inquisitor can produce a *dispel evil* effect, as the spell, once per day. She can use this ability one additional time per day for every four levels after 2nd (twice per day at 6th, three times at 12th, and so forth). The inquisitor casts this spell at her own caster level, with a DC equal to 15 + the inquisitor’s Wisdom modifier.

**Turn Evil Outsider (Su)**

Starting at 3rd-level, the inquisitor gains the power to affect outsider creatures by channeling divine energy. An inquisitor can rebuke and turn or destroy evil outsiders as a cleric turns or rebukes undead. An inquisitor may attempt to turn evil outsiders a number of times per day equal to 3 + her Charisma modifier. An inquisitor with 5 or more ranks in Knowledge (the planes) gets a +2 bonus on turning checks against outsiders.
Rabble-rouser (Ex)

The inquisitor can rally a sympathetic crowd to his side, using his demagogic skills to exploit their fears of the unknown. Inciting a mob works best in a friendly town, so the inquisitor receives a –2 penalty to his rabble-rousing check for every step that the community’s alignment differs from his own. For instance, in a chaotic neutral town a lawful good inquisitor would receive a –6 penalty to his attempt. To raise a mob, the inquisitor makes a Diplomacy or Intimidate check and adds the result to 10 + his inquisitor level. This determines the total HD of the summoned crowd. The mob forms at a rate of 5 individuals per round. These individuals are 1st- to 4th-level NPCs (90% commoners, 10% warriors) of the dominant race in the community. When first summoned, the mob wants blood. They attack anything the inquisitor points out, or attack at random if no clear guidance is given. The inquisitor may issue different orders, which requires a successful Diplomacy or Intimidate check against a DC equal to the total HD of the mob. The mob remains until the end of one combat, or a number of hours equal to the inquisitor’s level, whichever is shorter. He can use this ability a number of times per week equal to his Charisma modifier.

Immunity to Fear (Ex)

A 5th-level inquisitor is no longer affected by fear spells and effects.

Holy Word (Sp)

At 7th-level, an inquisitor can produce a holy word effect, as the spell, once per day. The inquisitor casts this spell at her own caster level, with a DC equal to 17 + the inquisitor’s Wisdom modifier.

Immunity to Charm (Ex)

An 8th-level inquisitor is no longer affected by enchantment spells and effects of the charm descriptor.

Holy Aura (Sp)

At 9th-level, an inquisitor can produce a holy aura effect, as the spell, once per day. The inquisitor casts this spell at her own caster level, with a DC equal to 18 + the inquisitor’s Wisdom modifier.

Extract Confession (Su)

With keen insight and stern demeanor, the inquisitor can extract confessions and repentance from the unlikeliest souls. Given enough time and sharp implements, she can even coax the good nature from the worst. When used to get a confession from a mortal, this ability grants a +10 competence bonus on Intimidate checks. When used against a fiend, or a fiend possessing a mortal, the inquisitor and fiend make opposed Intimidate checks. Calculate the difference between the opposed rolls. Then each makes an opposed Knowledge (religion) check. Again, calculate the difference between the opposed rolls. Sum the differences. The total difference is the inquisitor’s conversion score. Use the chart below to resolve the encounter. Using this ability against outsiders requires 1 day per HD of the outsider.

Multiclassing Note

A paladin who multiclasses into inquisitor may continue advancing as a paladin.
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